

SHINING TIME STATION

"Schemer's Robot"

BY

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FIRST DRAFT  
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SCENE 1  
(MAINSET)

(STACY, ALONE, REFERRING TO A PIECE OF PAPER, IS REHEARSING FOR A TOUR OF THE STATION)

STACY:

Welcome to Shining Time Station! No. that's not right. Maybe I should be more cheerful.

(SHE REFERS TO PAPER, STARTS AGAIN. SHE WILL RUN THROUGH THE GAMUT OF PRESENTATION; CHEERFUL, CASUAL, EVEN NEWSCASTERLY. DURING THIS KIDS APPEAR IN B.G., NOTE HER, LOOK AT ONE ANOTHER, VERY PUZZLED)

Welcome to Shining Time Station! No, no... Hey there, how's about it? Shining Time Station. No, that's not right. This is Shining Time Station, Stacy Jones Touring.

*guiding you on this tour*

*And that's the way it is - Shining Time Station*

(KIDS GIGGLE, STACY TURNS)

Oh hi, kids. I didn't see you there.

DAN:

(AS THEY ENTER)

Hi, Aunt Stacy. What're you doing?

SCENE 1 (CONT'D)

STACY:

Oh, I'm still practicing  
for when the new tourist  
comes in to Shining Time  
Station. You know,  
planning a tour for so  
many people is harder  
than I thought. There  
are so many wonderful and  
magical things about the  
station, I don't know  
where to start!

(MR. C POPS IN, STANDING ON TICKET  
COUNTER)

MR. C:

Did someone say magical?

BECKY:

Hi, Mr. Conductor.  
Stacy's having trouble  
planning her tour of the  
station.

STACY:

I know I want to start  
with something special,  
but I don't know what.

MR. C:

Well how about <sup>starting</sup> right here?

KARA:

What's so special about  
the counter of the ticket  
booth?

SCENE 1 (CONT'D)

MR. C:

What's so special about  
the counter of the ticket  
booth? Kara, I'm  
surprised at you.  
Everything's special  
about the ticket booth.  
This very counter has  
been here for years, and  
it's been a source of  
much hope, even fear.

clean?

since the Station First opened

(ALMOST BOUNCING ALONG TICKET  
COUNTERTOP)

This is where journeys  
began for all sorts of  
places,  
People visiting friends  
or wide open spaces!  
This is where children  
have stood with  
anticipation,  
Jumping for joy at summer  
vacation!  
Grandma's have stood with  
cookies in hand ~~and~~ on their way to visit their  
for travel to  
grandchildren, in far  
distant lands!  
For fat and thin, for age  
and youth  
There've been oodles of  
hopes at this ticket  
booth!

to

moving whole their families to settle and build a  
new home wide open spaces

rewrite

visit

You see?

STACY:

Mr. Conductor, you're  
absolutely right!  
Everything's special at  
Shining Time Station!

DAN:

Even Schemer's Tourist  
Corner?



SCENE 1 (CONT'D)

(DAN POINTS, THEY ALL TURN. WE SEE FOR THE FIRST TIME SCHEMER'S "TOURIST CORNER" ERECTED NEAR THE ARCADE. TACKY TACKY TACKY. STACY VISIBLY HATES IT. SHE AND THE KIDS GO OVER. EVERY ITEM THEY PICK UP IS A NORMAL ITEM WHICH SCHEMER HAS SIMPLY LABELED "I LOVE (HEART) SHINING TIME STATION")

STACY:

That Schemer! The minute he heard tourists were come, he set up this awful booth so he could sell them ... Shining Time Station instant mashed potato mix?

KARA:

Shining Time Station army boots?

BECKY:

Shining Time Station broken hockey equipment? sticks?

MR. C:

You know, something tells me Schemer doesn't understand the spirit of this place.

STACY:

He certainly doesn't. Look, he's even blocked part of the mural! This mural is more than just a picture, it tells the station's history; from the first wagon trains that settled the Indian Valley, to the people who struggled to build the railroad. And over here, where the first corner stone was laid by Casey Jones himself. Think of it: the first stone of the first station on a line that meant people could come to live and work here, raise their families! This isn't just a station, it's a history of people's lives; their struggles, hopes, dreams, and achievements!

*Carved / blocked the view of*

*gave people a chance to settle on a  
~~connected people with a~~  
~~new land a new chance to~~  
new land, raise a family, work  
to help their neighbors and so*

*rewrite*

(KIDS AND MR. C LOOK AT ONE ANOTHER AND ALL BREAK INTO APPLAUSE AND "HOORAY!" STACY BECOMES SELF-CONSCIOUS, LAUGHS AT HERSELF)

Gee, I guess I got carried away!

BECKY:

But that's what you should say on your tour!

STACY:

You think so?

MR. C:

Becky's absolutely right. It's much better when you just speak from the heart and do things the way you know best!

SCENE 1 (CONT'D)

STACY:

Mr. Conductor, that just  
might be the best advice  
yet!

*Too didactic*

MR. C:

*Speaking from the heart*  
Speaking of advice --

(CHECKS WATCH)

If I don't hurry, I'll be  
late! Today's my day to  
sit in the Sob Story  
Booth on the Island of  
Sodor and hear all the  
engines tell their sad  
sob stories. I give them  
advice and they go away  
feeling a little  
better... or at least not  
so sad.

*listen to*

STACY:

Well, I'm sure you'll be  
wonderful. Look how your  
advice helped me.

MR. C:

Oh, advice isn't so hard.  
Matter of fact, advice is  
sort of like Christmas  
presents: sometimes it's  
more fun to give than to  
receive.

(HE POPS OUT. BILLY APPEARS  
WHEELING IN HUGE WOODEN CRATE ON A  
DOLLY)

BILLY:

Heads up, make way!  
Mail's in!

BECKY:

Mail? You mean that box  
is mail for someone?

SCENE 1 (CONT'D)

BILLY:

Sure is. And if I guess  
right --

(CHECKS TAG)

Yep. It's for Schemer.

STACY:

Such a big box. I wonder  
what it could be.

BECKY:

I hope it's not more  
Shining Time Station  
instant mashed potato  
mix.

KARA:

Maybe it's a --

SCHEMER (O.S.):

IT'S HERE!!!

(ALL JUMP BACK. SCHEMER STANDS ON  
STEPS STARING AT CRATE, NOW BOLTS  
TOWARD IT. HE'S FRANTIC WITH  
EXCITEMENT)

Get away get away get  
away! Let me at it! ✓

STACY:

Schemer, are you all  
right?

SCHEMER:

All right, Miss Jones?  
All right? I am right as  
snow. It's here! Quick,  
someone give me a hammer!

✓ doesn't work

SCENE 1 (CONT'D)

BILLY:

(HANDS HIM HAMMER)

Schemer, you going to  
give us a hint?

SCHEMER:

(BEGINS TO WRENCH OFF BOARDS OF  
CRATE)

A hint? It's only the  
greatest labor saving  
device since the  
invention of the electric  
sock-roller! And I --  
Schemer -- now own one!

EVERYONE:

An electric sock roller??

SCHEMER?

~~A ele~~ -- I am referring,  
if you must know, to one  
genuine, first grad, A-  
one -- ROBOT!

*elim  
premium*

(WITH A ONE-FINGER FLOURISH HE  
DROPS THE LAST BOARD OF THE CRATE,  
WHICH FALLS OPEN. INSIDE WE SEE A  
SLIGHTLY CHEESY 1950'S ROBOT, ALL  
CANS AND OIL DRUMS. EVERYONE  
"AAH'S" IN AMAZEMENT. KIDS CIRCLE

You can say it!  
"Schemer, you're a  
genius!" Go ahead, I  
won't mind. Well?  
Aren't you going to say  
it?

BILLY:

I don't know, Schemer.  
I'm sort of at a loss for  
words.



SCENE 1 (CONT'D)

SCHEMER:

Then how about this?  
"Schemer, where did you  
get such a great idea,  
although we know that  
great ideas come to you  
like crackers off a  
tree?"

} like ~~comes to a~~  
~~mouth to a flame~~  
flies to a garbage can

STACY:

I've got one! How  
about: "Schemer, what do  
you need a robot for?"

SCHEMER:

Obviously, Miss Jones,  
you intend to work the  
rest of your life. I do  
not. This robot will do  
everything I do; run my  
new Tourist Corner, my  
Arcade, count my nickels  
and generally be servant  
to its master -- moi!  
You can say it now:  
"Schemer, that's  
brilliant."

STACY:

Schemer, that's crazy!

SCHEMER:

Thank you. What?!

STACY:

Why would anyone want a  
robot to do their work  
for them?

} weak  
question

BECKY:

Yeah, and what's so hard  
about what you do anyway?

SCENE 1 (CONT'D)

SCHEMER:

I'll have you know that  
what I do is not only  
hard, by no one else  
would ever want to do it  
in the first place.

BILLY:

I don't know, Schemer.  
Seems to me we all need  
something to work on,  
even if it's a --

STACY:

Cleaning your room,  
making a drawing,  
anything so long as it's  
something.

SCHEMER:

Oh yeah? Well you're all  
just jealous. You wait.  
I'll have this overgrown  
toaster programmed in no  
time. And then it's  
Schemer on easy street!

BILLY:

Well, it's your choice... ]

(BILLY AND STACY MOVE OFF, LEAVING  
AN INDIGNANT SCHEMER WITH ROBOT AND  
KIDS)

SCHEMER:

Obviously, children, Mr.  
Twofeathers and Miss  
Jones do not understand  
progress. They would  
have laughed at Einstein  
for inventing the theory  
of electricity.

(SEES DAN READING BOOKLET)

What's that?



SCENE 1 (CONT'D)

DAN:

It's the instruction  
book.

SCHEMER:

Instruction book  
destruction book! I know  
how to run a robot.  
First, press "On"!

(SCHEMER PRESSES ON AND ROBOT  
LIGHTS UP, WHIZZES, BLINKS, ALL  
THAT STUFF. IT EVEN HAS EYES THAT  
MOVE. SCHEMER ALMOST SCREAMS IN  
SURPRISE, RECOVERS)

I knew that was going to  
happen! Un... what next?

BECKY:

Introduce yourself.

SCHEMER:

Uh, I Schemer. You  
robot.

ROBOT:

Affirmative: you  
Schemer, me robot!

SCHEMER:

I love it I love it I  
love it! Let's try  
something a little more  
truthful. I Schemer,  
Supreme Master of  
Nickels and Finance,  
you robot. Well...?

ROBOT:

Would you like to try our  
kolbassa sausage?

Kolbassa

SCENE 1 (CONT'D)

SCHEMER:

Kolbassa sausage? Wait a minute, wait a minute. What kind of stupid robot says stupid things like that?

*Kolbassa*

DAN:

Maybe it doesn't know what it is yet. It says you have to show it its job.

SCHEMER:

I know that, I knew that! Come this way Robot. May I call you Robby?

(LAUGHS)

May I call you Robby? I kill me! Come on, over to the Arcade. We're not in something as stupid as the food business, we're in something as stupid as the arcade business. Now!...

(SCHEMER BEGINS SHOWING ROBOT MACHINES)

This is a crane machine. See? It's a -- well, its a thing. This is a haunted hunk of junk jukebox. This is -- wait a minute, wait a minute.

(ROBOT REMAINS IN FRONT OF JUKEBOX, SCHEMER TRIES TO PULL IT AWAY)

Over here. This is a -- you've seen the jukebox. This is a cheese giggle -- Excusez-moi, Robby, but there are other machines for you to learn.

KARA:

Gee, Schemer, it seems to  
like the jukebox.

SCHEMER:

It doesn't like the  
jukebox, nobody likes the  
jukebox -- it's haunted.  
Forget the jukebox! Come  
on ---

(SCHEMER TRIES TO PULL ROBOT AWAY  
BUT IT'S IMMOBILE. SCHEMER  
PRACTICALLY HAS FEET UP ON RAILING  
TRYING TO PULL IT AWAY)

Will you kids help?

(KIDS GRAB ONTO SCHEMER, ALL TRYING  
TO PULL ROBOT FROM JUKEBOX)

SCENE 2

(PUPPETS ALL VERY WORRIED)

GRACE:

What is it, Tito?

TITO:

It's a washin' machine  
and it wants to eat us!

REX:

It t'aint't no worshing  
machine, Tito. It's a  
robot.

TEX:

And it wants to eat us.

DIDI:

I like it.

OTHERS:

Huh?

TITO:

You're tellin' me you can  
dig such a big scary  
weird thing?

DIDI:

Just because something's  
big and weird-looking  
doesn't mean we have to  
be scared of it.

REX:

She's got a point, Tex.

TEX:

Sure does, Rex.

REX:

But let's be scared  
anyway!

SCENE 2 (CONT'D)

(ALL CONTINUE TO SCREAM AND RUN  
AROUND EXCEPT DIDI)

SCENE 3  
(ARCADE)

(EVERYONE STILL PULLING, FINALLY  
SCHEMER LETS GO AND ALL LAND ON  
FLOOR IN PILE. AS THEY LIE ON  
FLOOR)

BECKY:

You know, Schemer, I  
don't think Robby wants  
to learn about the  
machines.

SCHEMER:

(AS THEY GET UP)

Okay, okay, we can learn  
about the machines later.  
Time for some serious  
slave robot-type stuff!

(SCHEMER HANDS ROBOT HIS JACKET)

You may assist me in  
putting on my jacket!

ROBOT:

Yes, Supreme Master of  
Nickels and Finance.

SCENE 2 (CONT'D)

SCHEMER:

That's more like it!

(SCHEMER PUTS HIS BACK TO ROBOT, WHO HOLDS JACKET. SCHEMER PUTS ONE ARM THROUGH, GOES TO PUT OTHER ARM THROUGH, ROBOT REMOVES JACKET FROM FIRST ARM, THEN SCHEMER DOES THAT ARM, BUT OTHER ARM IS OUT. THEY ARE PRACTICALLY CIRCLING EACH OTHER UNTIL FINALLY THEY BECOME ENTANGLED IN THE JACKET)

What are you doing????

(AND SCHEMER'S HANDS BALL UP THE JACKET AND IT GOES FLYING. AN EXASPERATED AND OUT OF BREATH SCHEMER STARES AT ROBOT)

Okay, obviously valet service is out.

BECKY:

Gee, Schemer, the whole slave idea doesn't seem to be working out.

*servant*



SCENE 2 (CONT'D)

SCHEMER:

Maybe that was too complicated. After all, Paris wasn't built in Rome in one day. Dan, pass me that bucket of water and the scrub brush.

(DAN GIVES HIM BUCKET OF WATER AND SCRUB BRUSH. SCHEMER GETS DOWN ON FLOOR, DEMONSTRATES CLEANING THE FLOOR FOR THE ROBOT)

Robot, pay attention; I;m only going to do this once. We put the water on the floor and we scrub. Rub a dub dub three men go for a sub. Now you do it!

(ROBOT HANDS SCHEMER HIS JACKET)

No no no no no no no no! Here! Take the pail of water and the scrub brush. Water on the floor!

(ROBOT TENTATIVELY LOOKS AT SCRUB BRUSH, TAKES IT, TAKES BUCKET OF WATER, POURS IT ALL ON THE FLOOR. SCHEMER ALMOST SCREAMS)

DISSOLVE TO:

SCENE 4  
(WORKSHOP)

(BILLY IS WORKING ON A LIGHT. IN  
B.G. WE SEE SCHEMER IN MAINSET  
DEALING WITH ROBOT. KIDS ENTER)

KIDS:

Hi, Billy! Whatchya  
doing?

BILLY:

Oh, just working on this  
signal light. See? Got  
a loose On/Off switch.  
How goes it with  
Schemer's robot?

DAN:

He says there are some  
kinks to work out.

BILLY:

Kinks, eh? Sounds to me  
like Schemer hasn't taken  
the time to find out all  
he needs to know about  
his robot.

BECKY:

Yeah, but it would be  
neat to have one, don't  
you think?

BILLY:

You mean let a machine  
do all your work ~~of~~ you?

for

KARA:

Yeah, that'd be great!  
It'd make your bed or put  
away your clothes or --  
anything!

SCENE 4 (CONT'D)

BILLY:

Un-huh. Tell you  
something about machines,  
though. They're only as  
good as the people that  
work them.

DAN:

You mean machines aren't  
any good?

BILLY:

No, machines are good for  
some things, but there  
are other things only a  
human <sup>being</sup> can do.

BECKY:

Like fixing a light?

BILLY:

Something like that.  
See, a person should  
understand a machined  
first before they use it,  
so that way if it breaks  
down or isn't doing the  
right thing, the person  
can fix it or do the job  
themselves. And I have  
my suspicions about how  
well Schemer knows his  
machine.

BECKY:

Yeah but once he knows  
it, it will do everything  
for him, won't it?

SCENE 4 (CONT'D)

BILLY:

Could. Might not. I remember once when one of the electric railroad switches broke down and the coal cars were coming through. With a broken switch, that way it sure looked like the coal car was going to collide with one of the freight trains, which was heading toward it on the same track.

KARA:

Did the switch fix itself in time?

BILLY:

(CHUCKLES)

Nope. I had to go out there and work the switch myself.

DAN:

Was everything okay?

BILLY:

Sure. Spent all night fixing the electric switch, but it all worked out. You know why? Because I know how to do it.

*how to do the job  
→ knew the machine and the  
job instead of the machine*

(FLICKS ON THE LIGHT HE'S BEEN WORKING ON)

Get the idea?

(KIDS THINK ABOUT THIS AS WE GO TO:)

SCENE 5  
(ARCADE)

(SCHEMER IS LYING IN A HAMMOCK DRINKING A COOL DRINK. THE ROBOT, WEARING AN APRON WITH POCKETS OF CLEANING GEAR, A CHANGE BELT, AND BROOM IN HAND, IS SWEEPING THE WALL)

SCHEMER:

No no no no no! We do not sweep the walls, we sweep the junk off the floor. Now cut it out, you hear me?

ROBOT:

Affirmative: cut it out.

(ROBOT TAKES OUT SCISSORS, CUTS HAMMOCK ROPE. SCHEMER FALLS ONTO FLOOR. ROBOT BEGINS SWEEPING)

Sweeping junk off the floor.

SCENE 5 (CONT'D)

SCHEMER:

No! I said sweep the  
floor, not me! Sweep the  
floor! Not --

(BUT EVEN WHEN HE STANDS UP ROBOT  
CONTINUES SWEEPING HIM. SCHEMER'S  
DODGING AND RUNNING FOR HIS LIFE.  
FINALLY THEY SQUARE OFF, LOOK AT  
ONE ANOTHER, ALMOST A SHOW DOWN.  
SCHEMER MAKES HIS MOVE, IS FASTER  
THAN THE ROBOT, GRABS THE BROOM)

I got it, you oversized  
electric toothbrush!  
Now! Let your master  
show you the fine art of  
Arcade cleaning.

(BEGINS SWEEPING - SWEEPS WHOLE  
ARCADE)

Like this, see. We sweep  
the floor. Not the  
walls, not the railing,  
and definitely not the  
Schemer. Okay --

(HANDS IT BROOM)

-- go to it!

(ROBOT BEGINS TO SWEEP JUKEBOX)

No no! Not the jukebox!  
Forget the stupid  
jukebox, it's --

(HAS FIGHT FOR BROOM WITH ROBOT.  
STACY CROSSES THROUGH WITH TOUR  
POSTER)

STACY:

Hey there, Schemer.  
How's the robot coming  
along? All ready to help  
you when the tourists  
arrive?

(SCHEMER GRABS BROOM FROM ROBOT.  
TRIES TO COVER STUPIDITY OF WHAT'S  
GOING ON)



SCENE 5 (CONT'D)

SCHEMER:

Ready, Miss Jones? What makes you think he's not ready?

STACY:

(LOOKING OVER HIS SHOULDER AT ROBOT, WHO IS NOW TAKING NICKELS OUT OF CHANGE BELT AND DROPPING THEM ON FLOOR)

Oh, I don't know. Just a notion.

SCHEMER:

Miss Jones, when you are possessed with the kind of genius for progress that the Schemer has, there are no problems...

STACY:

Uh, Schemer...

SCHEMER:

Matter of fact, when it comes to the clock of progress, Schemer is a cuckoo, if you know what I mean. Stick to the old way and you're throwing nickels out the window...

STACY:

Schemer...

SCHEMER:

Down the drain, in the sewer...

STACY:

On the floor!



SCENE 5 (CONT'D)

SCHEMER:

Exactly. On the --

(STOPS, HEARS NICKELS FALLING,  
TURNS. SCREAMS.)

WHAT ARE YOU DOING?!!

(SCRAMBLES ON HANDS AND KNEES TO  
GET NICKELS)

ROBOT:

Have you tried our new  
picnic pork shoulder  
roast?

SCHEMER:

Stop talking about  
groceries! I'm sick of  
hearing you talk about  
groceries!

STACY:

Gee, Schemer, it doesn't  
seem your robot is  
working out as well as  
you hoped...

SCHEMER:

No no, it's just a few  
kinks, a few bugs, easy  
to iron out. He just  
gets distracted, it's --

(GESTURES TO EMPTY STATION)

-- all these people! By  
the time the tourists  
arrive, he'll be humming  
along.

STACY:

That's the spirit,  
Schemer. Never give up  
hope!

(SHE'S GONE)

SCENE 5 (CONT'D)

SCHEMER:

Hope? What does she mean  
by that? I don't know  
anyone named Hope. Okay!  
You! Time to learn  
something so simple even  
I can do it. The art of  
stacking nickels.

(PUTS NICKELS ON TOP OF A MACHINE,  
SHOWS ROBOT)

On on top of the other.  
Like this. One two three  
four --

(PAUSES, NOT TOO SURE)

--five, six and.. and  
all those other numbers.  
Now you try it.

(ROBOT LOOKS AT NICKELS, SEEMS TO  
UNDERSTAND, TURNS, GOES TO JUKEBOX,  
HUGS IT)

NO NO NO NO NO! How can  
anyone be so stupid about  
money! It's --

(AN IDEA)

Genius time! A light  
bulb in the Schemer's  
attic, melting on the  
snow-capped peaks. You  
want to hear music. Of  
course! Music hath  
charms to sooth the  
savage robot. Okay. A  
little music while we  
stack the nickels. No  
problem.

(PUTS NICKEL IN JUKEBOX, MAKES  
SELECTION)

Okay, you satisfied? Now, we go  
back to work.

SCENE 6  
(JUKEBOX)

DIDI:

What song did he pick,  
Tito?

TITO:

Oh no!

REX:

I don't know 'Oh No'.  
What key is it in?

TITO:

I mean "Oh no." I don't  
think Schemer realized  
the song he chose. One  
of those mushy ballads,  
and we have to sing it  
for that giant popcan!

GRACE:

We could always jazz it  
up.

TITO:

You said it, sister. Hit  
it!

(THEY SING AN UPBEAT LOVE SONG)

SCENE 7  
(ARCADE)

(WHILE SONG IS GOING ON WE INTERCUT  
BETWEEN PUPPETS AND SCHEMER AND  
ROBOT, SCHEMER TRYING TO TEACH  
ROBOT TO STACK NICKELS, ROBOT  
TURNING BACK TO JUKEBOX.

FINALLY, ON WORD "LOVE" -- OR SOME  
SUCH THING -- ROBOT HAS HEARTS IN  
ITS EYES. HUGS JUKEBOX. SCHEMER  
TRIES TO PULL IT AWAY FROM JUKEBOX.

AT END, ROBOT IS HUGGING JUKEBOX  
AND SCHEMER IS DOWN ON THE GROUND  
POUNDING AND KICKING IN CHILDISH  
FRUSTRATION)

DISSOLVE TO:

SCENE 8  
(WORKSHOP)

(MR. C IS SITTING IN HIS SOB STORY  
BOOTH ON TOP OF BILLY'S DESK,  
WEEPING INTO A HUGE HANDKERCHIEF.  
KIDS ENTER)

DAN:

What's wrong, Mr.  
Conductor?

MR. C:

Oh hi, kids. I'm just a  
little sad from all the  
sad sob stories I heard  
on the island of Sodor.  
Boy, it was great fun!

BECKY:

How can being sad be fun?  
That doesn't make any  
sense.

MR. C:

Oh well, sometimes sad  
stories can be fun,  
especially when  
everything turns out all  
right in the end.

DAN:

What was so sad that you  
heard about?

MR. C:

Well, on a scale of 1 to  
10, I'd say the story of  
Gordon and James and  
Henry is definitely a 17.

KARA:

Seventeen? That's pretty  
sad.

SCENE 8 (CONT'D)

MR. C:

Sad? It's one of the  
oldest saddest sob  
stories of all -- and  
wonderful to hear!

SCENE 9

THOMAS THE TANK ENGINE SEGMENT:  
"TENDERS AND TURNTABLES"



SCENE 10  
(WORKSHOP)

DAN:

What happened then?

MR. C:

Oh well, that part's  
wonderfully sad.

BECKY:

Did Sir Topham Hatt get  
mad?

MR. C:

Well, what happened is --  
Uh-oh!

(HE DISAPPEARS BECAUSE A LUNATIC  
SCHEMER, PULLING HIS HAIR OUT, RUNS  
IN AND OUT OF THE WORKSHOP AS IF  
HE'S ON FIRE)

SCHEMER:

Help! Help! It's  
horrible!!

(KIDS RUSH OUT)

SCENE 11  
(MAINSET)

(SCHEMER IS RUNNING AROUND IN CIRCLES -- HE'S ABSOLUTELY FLIPPED. EVERYONE COMES OUT OF EVERYWHERE: STACY FROM TACKING UP TOUR SIGN, BILLY WITH HIS LIGHT, KIDS FROM WORKSHOP)

STACY:

Schemer, Schemer, what is it? Calm down!

SCHEMER:

Calm down???! LOOK!

(HE JUST POINTS [HE HIMSELF CAN'T LOOK] AND ALL TURN TO SEE ROBOT METHODICALLY PUTTING NICKEL AFTER NICKEL IN JUKEBOX)

DAN:

Schemer, why is the robot putting all your nickels in the jukebox?

SCHEMER:

Why? Why??? Because my stupid robot has fallen in love with the jukebox and wants to give it all of my nickels as a love offering, that's why!

STACY:

Oh, Schemer, I'm sure you're exaggerating.

ROBOT:

Robot loves jukebox.  
Robot loves jukebox.

STACY:

Then again...

SCENE 11 (CONT'D)

BILLY:

Schemer, sounds to me like you've been working harder since you got your labor-saving device than you ever had to work before.

BECKY:

Yeah, and it doesn't sound like the robot will be much help to you when all the tourists arrive.

(HORROR-STRUCK SCHEMER)

SCHEMER:

The tourist train! I forgot! People will be coming. People with nickels! People with nickels ready to buy all the useless junk I'm gonna sell 'em. I can't have a robot in love with my jukebox! I -- I --

(STOPS, IT HITS HIM)

Genius time!

STACY:

You have an idea, Schemer?

SCHEMER:

Does Schemer have an idea? Does a penguin eat peanut butter? Of course I have an idea! And you people were worried about my robot. Ha! How ridiculous! I'll be back!

(WITH THAT HE'S GONE. THE OTHERS  
LOOK AT EACH OTHER AND SHRUG)

(WE NOTE ROBOT PUTTING MORE NICKELS  
IN JUKEBOX)

SCENE 12  
(JUKEBOX)

(NICKELS KEEP ROLLING DOWN AND EXHAUSTED PUPPETS, FANNING THEMSELVES, TRYING TO HOLD EACH OTHER UP, ARE STILL CONTINUING TO PLAY)

TITO:

Okay, selection number four hundred and eighty-nine!

DIDI:

Tito, we need a break, we can't keep playing!

TITO:

Are you kidding? This is the best gig I ever had since I was a music box for a bunch of three year olds! Hit it!

(THEY CONTINUE)

SCENE 13  
(ARCADE)

(ROBOT IS LOOKING FOR MORE NICKELS WHEN MR. C POPS UP ON PICTURE MACHINE, COMPLETE WITH SOB STORY BOOTH. HE "PSSTS"'S THE ROBOT, WHO FINALLY NOTES HIM AND TURNS)

ROBOT:

Question: can I help you?

MR. C:

No, but I thought I might be able to help you. You see, I'm collecting sob stories, and something tells me you might have a whole battery of them, if you'll pardon the expression.

ROBOT:

Would you like to try our pork and bean special?

MR C:

No, but it is an interesting offer. Maybe it would help if we both spoke the same language.

(MR. C. SUDDENLY BEGINS SPEAKING IN ROBOT-ESE [VOCODER?])

You do not seem happy at this place. Confirm.

ROBOT:

Affirmative. Schemer is lazy and treats me badly. He is also obsessed by nickels. I do not care about nickels. I care less about Schemer. I like the jukebox.



SCENE 13 (CONT'D)

MR. C:

I have noticed this.  
Explain.

ROBOT:

Reason: the jukebox is  
able to do what it does  
best. I am not.

MR. C:

Confusion.

ROBOT:

Explanation: I would  
like to do good job, but  
I was not programmed to  
work an Arcade. I was  
programmed to work in  
stores and supermarkets.

*need more  
substance*

MR. C:

Affirmative. You have  
explained much.

ROBOT:

Would you like to sample  
our pickled calves' liver?

MR. C:

Negative.

(HE SWITCHES BACK TO HIS OWN  
VOICE., SHAKING COBWEBS OUT OF HIS  
HEAD, AS IT WERE)

Whew! That's not as easy  
as it sounds. The best  
thing I can say to you is  
that if you wait, I have  
a feeling things will  
work themselves out. You  
see, there's -- Uh oh!

(HE POPS AWAY, BOOTH AND ALL)

(SCHEMER ENTERS VERY COY, LOOKING  
AROUND FOR ROBOT)

SCENE 13 (CONT'D)

SCHEMER:

Oh Robby! Robby the Robot my pal! Ah, there you are, just the contraption I want to see. Robby, I promise that when you see what I've got, you will forget about that old jukebox.

(SCHEMER GOES AND RETRIEVES FROM UPSTAGE STEPS HUGE CLUNKING OLD VACUUM CLEANER, PUTS IT MIDDLE FLOOR. KIDS ENTER AND WATCH FOLLOWING)

Now I ask you, is this something to love or is this something to love? That jukebox? Set her adrift pal, set her adrift! She was never good enough for you, never gave you a moment's peace. But this -- this is the kind of vacuum cleaner that will be a comfort to you when your batteries run low.

ROBOT:

I would like to talk to little man in tiny booth.

SCHEMER:

A little man in a tiny booth? There's no such thing as little men in tiny booths! You've flipped a circuit board, crossed a wire, gone from AC to Washington DC! That jukebox has made you crazy. Well? What do you have to say?

ROBOT:

I say: have you tried our head cheese?

SCENE 13 (CONT'D)

SCHEMER:

Head cheese? Okay,  
that's it! That's it!  
You get one more chance  
and then I'm gonna send  
you back to whatever  
scrap yard you came from.

(PICKS UP VACUUM CLEANER, CONSOLES  
IT)

It's not your fault, the  
guy's got no taste. It's  
... it's just that...

(HE STOPS, SEES KIDS STARING AT HIM  
CONSOLING VACUUM CLEANER)

What? You never saw a  
guy comfort a vacuum  
cleaner?

(ON HIS WAY OUT WITH VACUUM)

I tell you, this place is  
crazy.

(HE'S GONE. KIDS CONFER)

BECKY:

You know, I know that  
Robby's only a machine,  
bit it is sorta like he *✓ but*  
has feelings.

KARA:

Sure. If the engines on  
the Island of Sodor have  
feelings, why can't  
Robby?

DAN:

And all Schemer does is  
hurt them.

(MR. C POPS UP IN BOOTH)

*} hurt those feelings*

SCENE 13 (CONT'D)

MR. C:

That's right, Dan, and the saddest story of all is when someone hurts your feelings. But even sadder is when you aren't allowed to do what you're best at.

*you do best*

DAN:

What do you mean, Mr. Conductor?

MR C:

Well, I just found out that Robby the Robot wasn't programmed to work at an arcade. He was programmed to work in stores and supermarkets!

KARA:

So that's why he's always asking about food!

MR. C:

It's easy as pie! The problem is, Schemer was so busy trying to find an easy way to do things, that he never bothered to learn anything about his robot.

BECKY:

But what can we do?

MR. C:

I have a feeling that things will work out somehow. They usually do on the Island of Sodor.



SCENE 13 (CONT'D)

DAN:

Did they work out for  
James and Gordon and  
Henry?

MR. C:

Didn't I finish that sob  
story? How sadly lacking  
of me.

(BLOWS WHISTLE AND WE GO TO:)

SCENE 14

THOMAS THE TANK ENGINE #2:  
"TROUBLE IN THE SHED."



SCENE 15  
(MAINSET)

MR. C:

You know, it's usually  
from most sad stories  
that we learn something  
very important.

*rewrite*

*It's from sad  
stories that  
we sometimes  
learn the most*

KARA:

Like Gordon, James, and  
Henry?

MR. C:

Not only Gordon, James,  
and Henry, but most of  
us. Remember, into every  
life ~~a~~ falls a little  
rain/And out of rain we  
sometimes gain/A little  
wiser every day/and out  
of this we learn to say  
-- Do I hear the tourist  
train?

*✓*  
*rewrite*

(SOUND: TRAIN COMING IN, KIDS JUMP  
UP AS MR. C DEPARTS)

DAN:

Aunt Stacy! Aunt Stacy!

(STACY AND BILL COME OUT)

STACY:

I hear it! I hear it!

BILLY:

You all ready to give  
your historical tour?

STACY:

A little nervous but I'm  
ready.

BILLY:

Here they come!

SCENE 15 (CONT'D)

(STACY HOLDS HER BREATH AS TOURISTS  
COME IN)

STACY:

Welcome everyone! This  
is --

TOURIST:

Look, it's a robot!

(EVERYONE SWARMS TO ROBOT, AMAZED,  
TOUCHING IT. STACY'S SPEECH  
DISAPPEARS IN HER MOUTH.)

STACY:

-- Shining Time Station?  
A monument to the  
settlers? Backbone of  
the land?

BILLY:

Good tour.

STACY:

I can't believe it! All  
they care about is  
Schemer's stupid robot.

BILLY:

Maybe not so stupid after  
all.

(POINTS OUT TOURISTS CROWDING ROBOT  
WORKING AT SCHEMER'S TOURIST  
BOOTH.)

He's got all the  
customers.

SCHEMER:

Did I hear the word  
customers?

(SCHEMER APPEARS)

SCENE 15 (CONT'D)

BILLY:

Looks like we were wrong  
and you were right,  
Schemer.

SCHEMER:

Naturally. The Schemer  
is always -- Right? I'm  
right?! But that's --  
that's -- impossible!  
I'm never right! What  
was I right about?

STACY:

The tourists care more  
about your Tourist Corner  
and the robot than the  
tour.

SCHEMER:

They do? They do! It  
worked! My robot idea  
worked! And just wait  
till he sees what I got  
him!

BILLY:

What's that?

(FROM REAR, SCHEMER PULLS OUT A  
LAWN MOWER, DECORATED WITH PINK  
RIBBONS AND BOWS)

STACY:

Oh Schemer!

SCHEMER:

Normally, I don't believe  
in blind dates, but  
I think they were made  
for each other. Am I  
cupid or am I cupid?

(PUSHES THROUGH CROWD, DRAGGING  
LAWN MOWER BEHIND HIM)

Oh Robby my pal! Time to

fall in love!

(WE GO CLOSER TO ROBBY AND SEE WHAT  
IS HAPPENING. CUSTOMERS ARE  
CLAMBERING AND ASKING FOR THINGS  
AND THE ROBOT IS TAKING THEM  
LITERALLY)

TOURIST:

I would like to have a  
souvenir of this station.

ROBOT:

(HANDS OVER MASHED POTATO MIX)

One souvenir of Shining  
Time Station.

TOURIST:

And how much is that?

ROBOT:

It is one souvenir. Here  
is a second one.

(TO NEXT CUSTOMER)

Can I help you?

TOURIST 2:

I'd like a souvenir, too.

ROBOT:

Two souvenirs. Next?

SCHEMER:

Wait a minute, what's  
going on? You just don't  
give people things when  
they want them, you have  
to make them pay!

ROBOT:

I was programmed to  
believe I was stupid  
about money.

SCHEMER:

What idiot said that?

ROBOT:

You did.

SCHEMER:

That's stupid.

ROBOT:

Agreed.

SCHEMER:

(TO TOURISTS)

Hey give that back, you  
didn't pay for that!  
It's my stupid robot's  
fault! Hang in, wait!

(BEDLAM AS PEOPLE ARE CLAMBERING  
AROUND ROBOT, LAWNMOWER, AND  
SCHEMER, THE LATTER PUSHED AND  
PULLED AS HE TRIES TO RETRIEVE HIS  
MERCHANDISE.

OVER TO BILLY AND STACY, WHO LOOK  
AT ONE ANOTHER)

BILLY:

Think we ought to help?

STACY:

Well, we wouldn't want  
the robot or the lawn  
mower to get hurt.

BILLY:

Good point.

(AS THEY WADE INTO CROWD)

Okay, folks, hang on,  
calm down, everyone just  
...

(AND WE DISSOLVE TO:)

SCENE 16  
(MAINSET)

(POSSIBLY PUT JUKEBOX COUNTING  
MONEY SCENE HERE)

(SCHEMER IS SITTING ON STEPS  
STARING AT LAWNMOWER, ITS RIBBONS  
WILTED. THE TOURIST CORNER IN  
SHAMBLES. HE IS DESPONDENT. A TAP  
ON HIS SHOULDER. HE LOOKS UP.  
IT'S THE ROBOT)

ROBOT:

Problem: the jukebox  
will not play anymore.

SCHEMER:

Yeah? Well I'm not  
playing anymore either!  
I get you a beautiful  
vacuum cleaner --  
nothing! I pick up this  
lawn mower -- you don't  
even give her a second  
glance! You give away my  
Shining Time Station  
mashed potato mix, spend  
my money! I'm starting  
to get the idea you  
aren't much of a labor  
saving device! Well,  
what do you have to say  
for yourself?

ROBOT:

Five cents required.

(SCHEMER ALMOST SCREAMS)

SCENE 17  
(MAINSET)

(PUPPETS COUNTING NICKELS WITH  
ADDING MACHINE, PAPERS, BANK BOOKS,  
ETC. TEX AND REX REMAIN WHERE THEY  
ARE)

REX:

How many Tito?

TITO:

We're counting, we're  
counting. You know, I've  
changed my mind about  
that robot. Love sure is  
grand. Grand theft, that  
is!

J ?



SCENE 18  
(WORKSHOP)

(MR. C IN HIS SOB STORY BOOTH,  
STACY TELLING HER STORY)

STACY:

-- and no one cared, all  
they cared about was the  
robot. And then Schemer  
came in with the lawn  
mower...

MR. C:

Mmm, I don't know if that  
qualifies as a sob story.

STACY:

Mr. Conductor, no one  
wanted to hear how  
special the station is.

MR. C:

But you know it's  
special, and I know it's  
special and Billy and the  
children know it's  
special --

STACY:

So isn't the special  
thing that we know it's  
special?

MR. C:

Especially!

STACY:

(AN IRONIC SAD GRIN)

You know, Mr. Conductor,  
I don't know if it's just  
the station that's  
special; I think you're  
pretty special too.

MR. C:

That's my specialty.

*too special*

SCENE 18 (CONT'D)

(WE NOW HEAR MOTORCYCLE ENGINE)

STACY:

What in the world --

(REALIZES WHAT THE SOUND IS)

It's Barton Winslow!

7 *elim*

SCENE 19  
(MAINSET)

(BARTON AND HIS MOTORCYCLE ROLL IN.  
KIDS CROWD HIM)

KIDS:

Hi, Mr. Winslow! Cool  
motorcycle! How you  
doing ... etc.

BARTON:

Hey, cool dudes, what's  
the word? Wild times and  
crazy tunes, I hear.

STACY:

Hi, Barton! What can we  
do for you?

BARTON:

Well, Stace, I think I've  
got trouble with Schemer!

SCHEMER:

(STILL PERCHED ON STEP)

Trouble with me?  
Winslow, make like a tree  
and take a hike.

BARTON:

Schemer, I was havin' a  
chin-wag with someone  
down at my general store  
who told me that you got  
a junior assistant who's  
muscling in on my racket,  
playing on my side of the  
street, selling head  
cheese and pork roasts  
and --

BECKY:

I'm sorry, Mr. Winslow,  
but that's wrong.  
Schemer's assistant  
doesn't sell those  
things, he only wants to.

SCENE 19 (CONT'D)

SCHEMER:

That's right, so before  
you start accusing me  
of going into the food  
business, why don't you  
ask my assistant if --

(HE GESTURES TO ROBOT, THEY ALL  
LOOK, STARE. THE ROBOT IS STARING  
AT WINSLOW'S MOTORCYCLE AND AGAIN  
WE SEE LOVE IN ITS EYES -- OR  
HEARTS, ANYWAY)

What is this? I bring  
you a vacuum cleaner, a  
lawn mower, and now you  
fall in love with  
Winslow's motorcycle?!  
If I had a good mind I'd  
--

(HE STOPS)

Genius time! Uh, Barton  
old buddy old pal old  
trading partner. How  
would you like to make a  
deal-er-ooni?

BARTON:

What kinda deal-er-ooni?

SCHEMER:

Say you get an assistant  
for absolutely free and I  
get rid of my assistant  
for absolutely free!

BARTON:

What would I do with a  
robot who only knows  
how to work an arcade?

SCHEMER:

That's what you think.

SCENE 19 (CONT'D)

DAN:

But Mr. Winslow, Robby  
doesn't work at Arcades.  
He was programmed to work  
in supermarkets and  
stores.

BARTON:

You're not just pulling  
Barton's left limb?

(CIRCLES ROBOT)

Hey, bro, what's the  
word?

ROBOT:

Motorcycle.

BARTON:

I can dig that.

ROBOT:

Would you like to try  
some deviled larded beef?

BARTON:

Hey, I can dig that more!  
Okay, Schemer, you got a  
deal. I'll take the tin  
can man off your hands.

SCHEMER:

(ON HIS KNEES)

Thank you, Winslow, thank  
you, thank you!

BARTON:

(THROWS ROBOT LEATHER JACKET)

Come on, metal man, let's  
moto!

SCENE 19 (CONT'D)

ROBOT:

Affirmative. I will be  
vacating the premises.

KIDS:

Good luck, Robby, good  
luck!

SCHEMER:

Hey, wait a minute, don't  
you have anything to say  
to me?

ROBOT:

Yes. Consider re-  
organizing value system.

*good line*

SCHEMER:

Thanks for nothing. What  
about the jukebox?

(ROBOT LOOKS AT JUKEBOX, CONSIDERS  
IT. GOES OVER)

ROBOT:

Jukebox. I am vacating.  
Goodbye. Don't feel  
bad. We'll always have  
Paris...

(TURNS, BACK TO WINSLOW)

Shall we go?

BARTON:

You got that straight!  
Hop on. Tell me, how are  
you at stacking shelves?

ROBOT:

(AS IT GETS ON CYCLE)

Better than something  
stupid as sweeping walls.

SCENE 19 (CONT'D)

BARTON:

Fab-tastic! You know,  
something tells me this  
is the beginning of a  
beautiful friendship.

(AND THEY'RE OFF, EVERYONE WAVING  
GOODBYE. STACY IS WITH SCHEMER)

STACY:

Well, Schemer? Did you  
learn something?

SCHEMER:

Yeah. Never order  
anything from the back of  
a comic book again.

BILLY:

Is that all?

SCHEMER:

Never introduce a robot  
to a jukebox.

STACY:

Schemer!

SCHEMER:

Okay, maybe my labor-  
saving device wasn't such  
a great idea, but I've  
got another idea, a --

STACY:

Schemer, don't you  
understand? You were  
running your arcade fine.  
You run it better than  
anyone. Why would  
you let someone else do  
for you what you do best  
yourself?

✓



SCENE 19 (CONT'D)

SCHEMER:

Okay, okay, you've made  
your point.

BILLY:

There is something to the  
idea of doing things for  
yourself. And doing them  
well.

SCHEMER:

And the Schemer didn't  
know that?

BILLY:

Just wondering.

(THEY MOVE OFF. SCHEMER IS A  
LITTLE RESENTFUL OF BEING TOLD  
WHERE HE SCREWED UP)

SCHEMER:

I knew that. They think  
I didn't know that. I  
knew it.

(CALLS OUT)

And I know another thing!  
Next time I need an  
assistant who'll work for  
no money, I'm not getting  
a robot! I'm getting  
a ...

*Chung*  
(A GORILLA WALKS BY IN B.G.  
SCHEMER DOES A TAKE, CONSIDERS  
THIS, TAPS HIS HEAD)

Genius time!

(RUSHES OUT)

Hey you, monkey, hang on!

(FREEZEFRAME)

(END)